

Cover Price
\$3.50 US

NOW WORLDWIDE

Volume 1
Issue 5 **2**
TM

ANIME SQUARED



"Anime Squared looks very impressive"

-Fred Patten, CIFO Secretary

"I was impressed by the professional look of the magazine"

-Jason Crystal, Central Park Media

"We enjoyed your magazine very much"

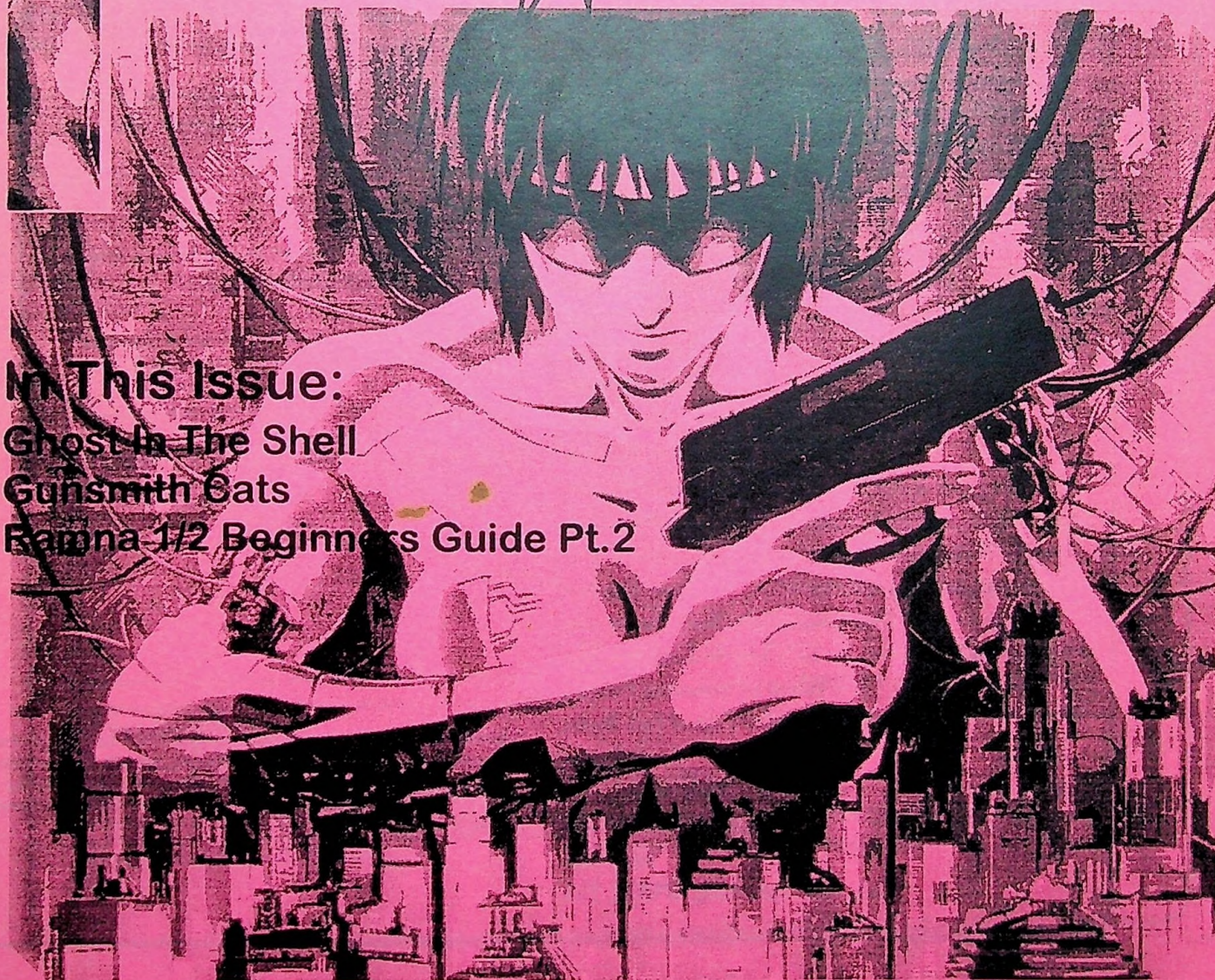
-Fred Patten, Streamline Pictures

In This Issue:

Ghost In The Shell

Gunsmith Cats

Ramona 1/2 Beginners Guide Pt.2





DID YOU SEE THAT? WHAT?

NEVER MIND, IT'S GONE NOW

Editor **Michael Cox**

Assistant Editor **Stacey Bartkowiak**

Fiction Editor **Eric Holmberg**

Art Director **Gary Sprandel**

Production Director **Stacey Bartkowiak**

Advertising Director **Michael Cox**

Distribution Manager **Jason Walters**

3-D Modeling Editor **Don Brynson**

Contributing Artists **Gary Sprandel**

Darrick Chen

A.D. Vision

Streamline Pictures

Central Park Media

Bryce Nakagawa

Don Brynson

Gary Sprandel

Stacey Bartkowiak

Darrick Chen

Jason Walters

Jason Jensen

Kiki J. Katz

Celebrity Guest Appearance **Some Guy in a**

Blue Spandex Suit (You Figure it out)

Special Thanks To: **Suzanne S. of AnimEigo**

Fred Patten of Streamline Pictures

Jason Crystal of Central Park Media

Gopher **Jason Jensen**

Scape Goat **The One and Only**

Some Guy Named Andy:

Andy Blija

Tick, Tick, Tick, Andy, SPOON, Tick

EDITORS NOTES

Welcome Back to our April issue. Since we are doing a few silly things this month, I had to take over writing the editor's notes. Both Mike and Gary were keeping Neka busy so I could set the Zine. You'll find out more about that as you read this issue. First let me say that we are still growing. A.D. Vision has joined our ranks as contributing companies. They are sending us press releases and updates of upcoming films. Manga, has also joined us and are offering us films to reviews. The same holds true of Central Park Media. Streamline and, of course, AnimEigo. So we've gotten a ton of review material along with our normal compliment of films we purchase ourselves. Another piece of good news is that we have to reprint 50 more copies of Issue 4. Granted 50 more issues isn't much but for us that's a very good thing.

We're still holding our editor's notes contest. That will run until June 1st. All you have to do win is write down all of the Illuminati University ads found in issue three. Oh, you say you haven't gotten a copy of issue three. We'll just contact us through either our P.O. Box or AOL address and we'll send you a copy for just \$3.50. (Trust me that's a bargain for a 40 page issue.)

Stacey Bartkowiak
Assistant Editor

Anime² Issue 5, Volume 1 is Copyright 1996 by Village Hall Productions. 1st. print: March 1996. We would like to thank AnimEigo (Major plug here) for their permission and generosity in providing artwork contained in this issue. "We're Starfleet officers, weird is part of the job."

OOPS!

It has been pointed out to us that we have made a few mistakes in labeling copyrights. It appears that one of the images that was on the AnimEigo multimedia catalog disk was attributed to AnimEigo rather than the actual artist. The image in question is the one of Lum against a large heart with Ataru was drawn by Steve Kyte. We appologize for the error and did not mean to infringe of the artists' copyright.

And our second oops; the Dirty Pair article in issue two should have Dafydd Neal Dyar, instead of Anime UK, listed in the source credits. Sorry for the oversight.

Our Final Oops; When it comes to characters created for Accursed Springs and Which Way to Reality, we reserve the right to use the character in future installements.

Oh, we thought we would be different than other magazines and offer a free dead bug instead of trading cards. Unfortunately, Neka caught wind of it before we could put the bug in the Zine. So... I'm afraid there is no bug available for this issue. Maybe we can sneak it by her next April.

CLASSIFIEDS

WANTED: A Lemnear (Resin or Vinyl) figure kit. Please contact Michael Cox, at Anime² PO Box.

WANTED: Any anime events happening nationwide

If you wish to advertise, contact us at the Anime² P.O. Box

Anime² Copyright Box. This is where we try and list all the copyrights on the stuff we're printing. Here goes:

AnimEigo, Pioneer, AD Vision, U. S. Manga Corps, Manga Entertainment, Viz Entertainment, Jump Comics. Oh by the way, Neka is copyright Village Hall Productions. So if we see her or her likeness being used without our permission you can just bet we'll come down like a ton of bricks. The same goes for the rest of the artwork and articles found in this Fanzine. Including the Zines title panel Thank you for your attention.

TABLE OF CONTENTS

Tech Specs

Rumors, News, New Items & Scuttlebut2

Gamers Den4

Anime Critics Corner6

Sanja's Diary11

FEATURE ARTICLE

Potluck Feature Part 2

Ghost Storm.....12

Ranma Beginner's Guide Part 2.....13

Accursed Springs

Part 9: Fire Spirit's Song16

Kasumi's Kitchen18

Manga Corner19

Which Way To Reality?

Part 5: Mugs and Molls.....20

Modlers Bench.....24

Contest Time

Closed for Remolding

.....Inside Back Cover

Anime² - Anime Squared

Send all Correspondence, Submissions, Artwork, Chocolate, Contest Answers, and other love notes to:

Village Hall Productions

P.O. Box 5252 v Vernon Hills, IL 60061

Please Mark All submissions as:
Artwork; Article; Letters; Contest

On The Cover:

Manga provided us with a press kit the results in our cover piece and additional interior art.



Welcome one and all to another installment of Tech Specs. First let me apologize in advance for any faulty info as to what anime is coming from what company. One of my key sources has, of late gotten rather unreliable. Fear not gentle reader for I, your humble Tech Spec columnist has been in contact with several of the companies and is working to obtain more accurate sources. With that said and done, Let's rock.

AD VISION

April

Blue Seed Vol. 2 (S/D)

Luna Varga Vol. 2. More of the little lady with the great big dino.(S)

Megami Paradise. Caution: Goddess's (or are they goddi?) in training.(S)

May

Galaxy Fraulien Yuna. Anime silliness base on the popular computer game.(S)

Sukeban Dekka Vol. 1 The adventures of a lovely lass with a killer yo-yo.

SOFTCEL

April

First Loves. From the people who brought you End of Summer.(S)

May

Elven Bride Vol. 2. When human and elf marry, It's never smooth going.(S)

ANIMEIGO

May

Genesis Survivor Gaiarth 2 & 3 (D)

Oh My Goddess- Moonlight And Cherry Blossoms. The fan favorite, now in English.(D)

OMG Midsummer's Night's Dream (D)

OMG Burning Hearts On The Road. (D)

MANGA

April

Ghost In The Shell. The anime event of the year comes to home video.(S/D)

Guyver Vol. 3 (S)

Violence Jack Vol. 1 (S)

Macross Plus Vol.4 (S/D)

MANGA

May

Guyver Bio-Booster Armor Vol.4 (D)

Mad Bull Vol.2 The further adventures of the toughest cop on the NYPD.(D)

PIONEER

May

Hakkenden Vol.6 (S/D)

CENTRAL PARK MEDIA

April

Night On The Galactic Railroad (S)

US MANGA CORPS

April

Roujin Z. It's just a robotic bed designed to care for the elderly, or is it?(S/D)

Sohryuden: Legend Of The Dragon Kings Vol. 4 (S)

May

Big Wars Aliens want Earth but mankind isn't done with it yet. Can't we all just get along?(S)

Iria- Zeiram The Animation Vol.2 Two more episodes of the OVA based on the live action Zeiram film.(S)

ANIME 18

April

Demon Beast Invasion Vol.4 Naughty tentacles impersonate a certain bunny. They just keep going and going and.....(S)

May

La Blue Girl Vol. 5

STREAMLINE

April

Robotech Perfect Collection: Macross Vol.12 (D)

Robotech Perfect Collection: Mospeada Vol. 12 (D)

May

Casshan: Robot Hunter Perfect Collection

Babel II Perfect Collection

SOFTWARE SCULPTORS

April

Metal Fighters Miku Vol. 5 (S)

MAY

Zenki: The Demon Prince Vol.5 (S)

VIZ

April

Maison Ikkoku: Welcome To Maison Ikkoku (D)

Ranma 1/2 Hard Battle: Ukyo Can Cook (D)

Ranma 1/2 Movie 2: Nihao My Concubine. The second Ranma movie now in subtitles.(S)

May

Please Save My Earth: Memories of the Moon (D)

Ranma 1/2 Hard Battle: Dim Sum Darling. How do you spell trouble? S-H-A-M-P-O-O (D)
 Ranma 1/2 Darling Charlotte. Anime's answer to Elmira is back. Only this time she been subtitled.(S)

COMICS

ANTARCTIC PRESS

April

Gojin #7

Gold Digger #29

Magical Mates #2. The adventures of the magical cutes continue.

Gorgon #3 ADULTS ONLY

Masked Warrior X #1. Hyper cute helps villains to take over the world but falls for the good guy.

Asrial VS Cheetah #2 The battle royal concludes.

NHS Spotlight #1: Robert Dejesus. The best of one of Antarctic's compiled into one showcase.

May

Girls of Ninja High School

1996. Antarctic's in house artists as well as fans render their visions of Quagmire's fairer sex.

Silbuster 15

Fantastic Panic Vol. 2 #4

Hurricane Girls #6

F III Bandit #9

Mangazine #44

DARK HORSE

April

Oh My Goddess!: Terrible Master Urd #1. Run for your lives Urd's gone power mad, Well more power mad than normal.

Dominion: Conflict 1 - No More Noise! #2

You're Under Arrest #5

May

Oh My Goddess: Terrible Master Urd #2. Look Out! She's got a plasma rifle EYAAAAAAAH (ZAP)

You're Under Arrest #6

Spirit Of Wonder #2

Dominion Conflict 1- No more noise #3

VIZ

April

No Need For Tenchi #1. The hit Pioneer series adapted to comics.

Manga Vizion Vol 2. No. 4

Animerica Vol. 4 No. 4.

Riot Act Two, #1 The Wild west meets the end of the world.

Street Fighter II #2 Comics adaptation of the hit animated

movie!

Maison Ikkoku Part Five #6

Ranma 1/2 Part five #5

The Return of Lum Part two #9

One pound Gospel #2 He has the power of God in his fists.

Battle Angel Alita Part Six #3

Sanctuary Part Five #2

Bio-Booster Armor Guyver Part Four #6

Fist of the North Star Part Two, #6

May

Game On #1. Viz debuts a new magazine devoted to electronic gaming.

No Need For Tenchi 2. The adaptation of the phenomenally successful Pioneer anime series continues.

Street Fighter II #3

Animerica Vol. 4 #5

Riot Act Two #2. It's wild west meets super science with magic thrown in.

The Return Of Lum Part Three #1

Maison Ikkoku Part Five #7

Ranma 1/2 Part Five #6

One Pound Gospel #3

Verotik

May

Wingbird Special. Wingbird, One of Japan's hottest dojinshi artist can now be appreciated in English.

Good News for BGC fans. For years rumors have been flying fast and furious about a new Bubblegum Crisis series. The rumors, of course, turned out to be false. Recently the rumors resurfaced about either a new OVA series or a

theatrical movie.

While this reporter cannot proclaim the rumors to be 100% true I can make this report.

AIC's web page official "rumor" page reported there will be not only a Bubblegum Crisis (Crisis not Crash) movie and OVA series but a TV series as well. A director has already selected for the movie. No directors have been named for either the TV or OVA series as of yet. Kenichi Sonoda may take the chara designs on the TV series.

There are also "official" rumors of at least three 45 minute Sol Bianca OVAs as well as a Pretty Sammy TV series

Random Thought:

Ever notice that all anime heroines can fight in high heels without breaking their necks?

© 1996 Village Hall Productions





Editor's Note: This article was supposed to appear two issues ago but it disappeared. It seems it was tagging along with our missing map. Oh, by the way, the map is still missing. If anyone finds it please contact a Anime² staff member right away so we can trap the cunning beast.

G-CON REPORT

By Laura Woods and Brian Howland

G-con (G for Godzilla) was a con dedicated to the great green one, which ran August 18-20, 1995. We heard about it the day before it opened when one of the con people was featured on AM 720 radio's afternoon show. Because of an agreement with Toho Co., Ltd. (who owns the Big G), admissions were only accepted through pre-registration.

Upon hearing this, we contacted the con site, the Arlington Hts. Radisson hotel, found out how much to get in and all and went to register. After arriving, Laura paid our entrance fee, which was \$30 a person for the whole con, and we were told our con packets would be ready on Friday.

FRIDAY (8/18/95)

We arrived about 5:30 P.M., unfortunately they were on a dinner

break until 7:00 P.M. As soon as they reopened the doors, we got our packets. The first event of the evening was a drawing for 16 of the con goers to play in a miniature monster bash to be played right after the drawing. Luck was on our side, we were able to get our names in at the last moment and yahoo I (Laura) got to play. Monsters were chosen randomly and I got really lucky by getting the Big G himself, that also meant that I played Minya (Baby G). The playing field was a mock-up of a big city nuclear reactor included. It started bad guys on one side and the good guys on the other (myself included).

The lineups were:

Good Guys	Bad Guys
Godzilla /Minya	Space Godzilla
Mothera (2 Larvae)	Mecha-Ghidora
Mecha-Godzilla(1993)	Mecha-Godzilla(1973)
Rodan	Megalon
King Kong	Mecha-Kong
Gamera	Gigan
Angilas	Mogera
King Ceaser	Battra (larvae)

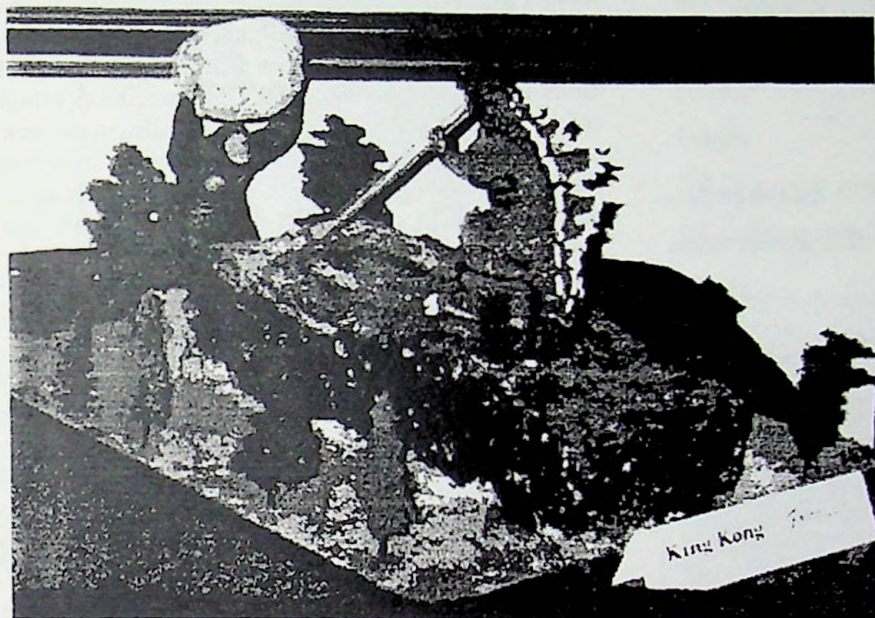
By the end of the game, a good 3 and a half hours later, Godzilla, both Mothera larvae, and King Ceaser were standing for the good guys. Space Godzilla, Mecha-Kong, Battra, Gigan, and Megalon were still standing for the bad guys. Rodan and King Kong went down early due to a mix of bad tactics and double-teaming (triple-teaming in Kong's case) by Space-G and Megalon (Battra, old Mecha-G, and Gigan in Kong's case). The new Mecha-G and Mecha-Ghidora dueled in the air, sending missiles, breath energy, plasma and lasers through the air and into the mock city below, with Mecha-Ghidora going down not by firepower, but by the player accidentally knocking him off the building he was perched on out of turn. The sight of Mecha-Ghidora with it's twin tails in the air put everybody in a very good mood until Space-G blasted Mecha-G

out of the air and into the water below. While this was going on, the Mothera larvae were wrapping Mogera into a cocoon state by spraying him with silk (represented by string put on by the ref). Godzilla and Minya were advancing on Mogera, blasting away. Once Mogera was cocooned, the Big G turned its sights on old Mecha-G, eventually magnetically attracting Mecha-G



as it was trying to escape and beating the heck out of it. Over on the other side, the player running Gamera left and I (Bryan) took over. Myself and King Ceaser had been pretty much out of the way of the fighting until Space-G came over. I decided to do the best thing I could, full jet ram into Space-G and hope he couldn't get me off of him. It worked, kind of. I forgot Mecha-Kong was over there and he helped get Gamera off of Space-G, as well as put some hurt on Gamera. After being double-teamed by

Gamera and Goose set and a ten inch new style Gamera figure, we also saw the new Trendmasters figures that will be out by the beginning of the year. We also saw the super Fancam Godzilla fighter it was then that we found out that a G fighter will be coming out for the Play Station in December or at the beginning of the year we also looked at the various model displays of Big G and others one in particular was very appealing it was of Big G and underneath one foot except for the head were the remains of Barney we were highly amused the other one of note was one of



© 1996 Laura Woods

Mecha-Kong and Space-G, I decided to retreat and recover in the river. When the game was called, Angilas was underground near what was left of Mecha-Ghidora with Megalon after him. Angilas tried to go toe to toe with Space-G early on, got hammered, and retreated. When the points were added up (the remaining health of all monsters), the good guys won by a close margin.

The other activities included the showing of an out-take film of Godzilla and company. Believe it or not, this was the only Godzilla film shown due to some legal hassle with Toho, Inc. that the con people couldn't clear for some reason. Laura also meet an old friend of hers and the three of us chatted until almost 1 A.M. in the hotel lobby.

SATURDAY (8/19/95)

Saturday for us was spent mostly in the dealers room. We got there around 10:30 A.M. and proceeded to the dealers room. Laura was worried that room's merchandise would be picked over due to some of the reports we got from others the night before. She was relieved that this was not the case. Before we left that afternoon I had a bag full of treasures some of the items were deformed G key chain, several deformed G sets, a set of deformed



G and Kong. G on a hill Kong facing him holding up a bolder and a tube of neon light coming from Godzilla's mouth.

SUNDAY 9 95

Sunday morning went back around the dealers room and generally just hung around and talked to other fans they had a panel about the Tri-Star G film if it was going to get made or not at this date they have script problems and director, budget problems. The big treat of the day was seeing the new Gamera film, subbed, if you get a chance see it do so I. think it's one of the best of the new giant monster films it was done in honor of his 30 year anniversary and more movies are probably on the way at the end of this year the last Godzilla movie titled Godzilla vs. Destroyer will be coming out rumor is that this will be the last g film for awhile. All and all a good time was had by all

Anime Critics Corner

IN THIS ISSUE:

THERE'S A SUCKER BORN...

By Gary Sprandel, Jason Walters,
Jason Jensen, Don Brynensen

tick.

ROUJIN Z

Reviewed by:	Don Brynensen
Vendor:	U.S. Manga Corps
Format:	Dubbed
Length:	80 Minutes
Price:	\$29.95

"Don't worry Honeypumkin, your little sugarmuffin is going to take you to the beach like I promised."



© 1998 US Manga Corps

In an era when the young are increasingly lashing out at the elderly, this new film by Katshiro Otomo (Director of Akira), makes for a biting social commentary. The time is the near future; the nation's health care system is being increasingly overtaxed by the demands of an ever growing elderly population. To free the nation's young from the burden of caring for the "Aged Challenged" or ACHes, as they are referred to, a Government agency creates the Z-001, a computerized, totally automated hospital bed that caters to the patient's every need without requiring human intervention. Selected to be the first recipient of this new technology is Mr. Takazawa, a feeble old man formally tended by Haruko, a young nurse. Haruko dotes on the old man and is the first to notice that he doesn't want to stay in the hospital hooked up to a machine. With the help of some friends, she liberates Takazawa and takes him home only to be nabbed by the police. The old man is taken to a secret Government lab and Haruko is reassigned to the Aged ward of the city hospital where she meets up with a gang of elderly computer hackers who break into the Z-001's operating system.

The results that Haruko and her new found allies get are far beyond what they expect; Programming the machine to talk to Takazawa in the voice of his late, beloved wife, they are astounded when the A.I. takes on Mrs. Takazawa's personality and busts out of the lab and races through the city enroute to the beach where the couple spent happier days. The Government takes off in pursuit with a military version of the Z-001 to stop the rouge machine, and in a climactic battle, both are destroyed. However the story doesn't end there; Apparently the Z-001 is able to repair itself with whatever is at hand, and it soon builds itself a new body out of a giant statue of Buddha, some heavy equipment, and assorted other odds and ends it picks up.

I had a hard time watching this film the first time through due to my own personal experience of having a beloved Grandmother placed in an aged care facility where she eventually wasted away and died. The indignities Mr. Takazawa suffers in the name of "Progress" echoed those she went through. In one of the most striking scenes, Takazawa is forced to become little more than a "Guinea Pig" as the Z-001 is demonstrated to a lecture hall filled with Medical Experts. Even the method in which he ends up in his predicament; namely having relations who now consider him useless wash their hands of him and turn him over to the mercies of the state is a mirror of how the elderly are now treated in our own society.

Don's Grade A

tick, tick



© 1998 Manga Entertainment

NINJA SCROLL

Reviewed by: Don Brynelsen
 Vendor: Manga Video
 Format: Dubbed
 Length: 94 minutes
 Price: \$29.95

"If I get myself killed, I swear I'm taking you to Hell with me Gemma!"

If your taste in Anime runs towards guys running about with big swords hacking and slashing everything in sight, then this is the video for you! Set in the days of the Shoguns, it chronicles the adventures of Jubei, a ronin, or masterless Ninja warrior who roams the land hiring out his skills to those with sufficient Gold, or a worthy cause.

When a small village is wiped out by a mysterious plague, the local Lord sends a team of his best Ninjas to investigate. However, all is not as it seems and the group is ambushed and wiped out by a giant man-monster with incredible powers. Only one Ninja survives the massacre: Kagero, a beautiful woman whose mere touch can mean death. When Jubei rescues her from the lecherous attentions of the creature, he becomes entangled in a insidious plot to overthrow the Government. Along the way he and Kagero face many dangers and foes: including a man whose body has become a hive for swarms of wasps, and an alluring Snake woman who can inhabit and reanimate the bodies of her victims. The action comes to a bloody climax aboard a ship carrying tons of gold stolen from the mines of the dead village as Jubei faces off against an old

enemy, a man for whom death holds no fear.

While I enjoyed the fast paced action and flashing sword-play in this film, I have to say I was a little turned off by some of the graphic sexual situations portrayed, as well as some of the violence. (This is definitely not a film to show the kiddies!) While I understand that some might go for this sort of thing, I for one, don't particularly care for it. Still, it is a well constructed, fast paced film, and I recommend it for all you action buffs out there.

Don's Grade.....B- (Due to graphic violence and sexual situations)

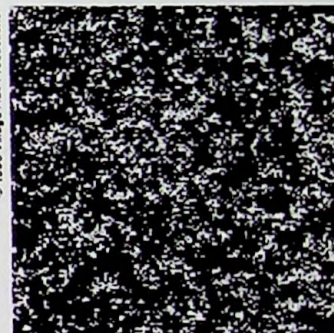
STATIC MAN VERSUS THE STATIC EMPIRE

Reviewed by: Jason Walters
 Vendor: Bronx Dubbers
 Format: English with Russian Subtitles
 Length: 6 Hours

"All you can get on this T.V. is static you idiot"

This video utterly rocks itself to pieces as it plays along.

© 1998 Village Hat Productions



It has lots of very, very hot action and when I mean action it has everything; Big gun fights, little guns, big guns, cannons, battleships duking it out, hot Babes, Babes in Bikinis, Babes in nothing, Hot guys, hot guys in Bikinis, Hot guys in nothing, sword fights, people swinging from chan-

dalers, Fencing, people jumping fences, some guy in a goats head, car chases, cars blowing up, cars crashing, lots of planes blowing up, planes chasing a guy up a tree, Racing of all types, Starships drag racing, Starships being tossed around by some guy in blue underwear, a bunch of sharks swimming around, a massive 150 person sex scene, a virgin sacrifice, a short dead dude, lots of dead bodies, a nuke going off in somebody's lap, a cartoon within a cartoon, and a few really weird looking aliens too. The plot to this video was thrown out the window before it was filmed so nothing in this film was to make sense, but the final result was a film that tried not to have a plot and run around going nowhere. But somehow it got put together in such a way that it managed to have a hero running around fighting his mirror image for control of his girlfriend. This tape is great if you like things that don't require a brain to understand or follow what's going on at anything or time. It's great for testing intelligence or the lack thereof of any lifeform you may encounter.

(P.S. April fools people, this is a review of a blank tape.)

Jason's Grade.....F-

BIG WARS

Review by:

Jason Walters

Vender:

U.S. Manga Corps

Format:

Subtitled

Length:

75 minutes

Price:

"I'll see you all in Hell!!"



© 1998 US Manga Corps

Big Wars starts with Mars being invaded by an alien race simply known as "The Gods". This race of alien beings have some very destructive weapons which include U.F.O. style fighters, mecha, Satellites, very advanced mind control, weather control, and a Stealth carrier simply called "Hell". Mankind has terraformed Mars and settled there until the gods showed up to stop mankind's expansion into space - by force.

The movie starts with Captain Akuh having just lost his ship and suffering from injuries sustained during that battle. He gets assigned to a new highly advanced top secret desert battleship named Akuh and he and his crew are the last hope of all mankind. He and his crew face great dangers during several top secret missions. In the meantime he meets up with a girlfriend he knew awhile back who works for the Intelligence Division. She later turns out to be under control by the gods by means of a mind control plague which leaves humans powerless to resist its effects.

This video seems to be a few years old due to the anime style and character design. They did a neat job on the idea behind the story and how it unfolds during the video. The human side uses huge Desert Battleships with a lot of guns, scores of fighter jets, and other very high tech gear. The gods use round U.F.O. style fighters which shoot bolts for guns, they also have some type of mecha with the same type of guns. Their floating carrier Hell is pretty wild when they show it launching its fighters for battle.

This movie would be worth borrowing from a friend just to see some of the fights between both sides. The detail in the fights was well done overall along with you getting to know a few of the people in the video. So if military sci-fi is up your road, pick this video up and give it a try.

Jason's Grade.....B+

GUNSMITH CATS VOL.1

Reviewed By

Gary Sprandel

Vendor

AD Vision

Format

Sub/Dub

Length

30 Min.

Price

19.95 Dub /24.95 Sub.

"No Explosions in the house May. Now go to your room."



© 1996 AD Vision

I only have one complaint with Gunsmith Cats. What took so long for someone to discover this would make for great anime?

Chicago bounty hunter Rally Vincent and her explosive happy partner Minnie May Hopkins have made the transition from manga to anime flawlessly. Rally runs a Chicago area gun shop. In order to make ends meet she

supplements her income by picking up criminals who have jumped bail. This works out nicely until she's paid a visit by our friendly neighborhood A.T.F. They'd like her help on a case but they can't pay anything. When Rally and Minnie May refuse to do a freebie the A.T.F. informs them



© 1996 AD Vision

they'd hate to do an investigation but.... Rally comes around to their way of thinking faster than you can say Waco and the adventure is under way. The dubbed version's voice work is exceptionally well done, with a nice Chicago styled blues musical score. As for those who remember Riding Bean with the mountain ranges up in Wisconsin. Fear not. The production company did their research. It's one thing to be able to spot some of Chicago's world famous landmarks but let me tell you as one from the Chicago area, there are moments in this film where only someone intimately familiar with Chicago will be able to tell you they know where that particular bridge, intersection, etc. is.

Bottom line? Gunsmith Cats kicks major behind and I give it.....

Gary's Grade.....A++

BLUE SEED VOL.1

Reviewed By

Gary Sprandel

Vendor

AD Vision

Format

Sub/Dub

Length

60 Min.

Price

19.95 Dub / 24.95 Sub

"I guess I shouldn't have judged you just by your underwear."



© 1996 AD Vision

For millennia an ancient race of monsters, The Aragami has attempted to subjugate mankind. Our only hope has come from one family's bloodline. Only by the human sacrifice of a daughter of this family can the Aragami be sealed away.

To prevent this the Aragami implanted Mamoru Kusanagi a young boy with several unborn Aragami or blue seeds to prepare him to protect this girl at all cost.

Fast forward several years, Momiji Fujimiya, a high school girl blissfully unaware of her importance to mankind is attacked by an Aragami as well as by her former "protector" but to what end? It seems the Aragami have discovered a way to kill the chosen one in such a way that the spilling of her blood will not seal them away. Mamoru on the other hand has turned against his masters and is trying to kill her before she can be prepared so that he can seal the Aragami away forever.

Throw in a secret government agency, headed by two dedicated agents and staffed by a techie with a hentai streak and a female JSDF gun bunny that makes the Dirty Pair's Kei look like the poster child for Hand Gun Control Inc., and you know things aren't going to stay calm for very long.

The final fate of Mankind is about to be decided. Overall I liked Blue Seed, it's dubbed beautifully. (having seen the original Japanese episodes, I can say the English voices fit rather nicely.) Blue Seed is definitely worth a look.

Gary's Grade B+

ROBOTECH PERFECT SOUNDTRACK TWIN CD

Dispatcher here, with a new addition to Anime Squared, the CD review. This issue's topic of choice is the recently released Robotech Perfect Soundtrack Album-Twin CD set.

To get started I was extremely excited to hear that Streamline Pictures was going to be re-releasing the soundtrack to the Robotech Saga. With several release delays, I was starting to give up my hopes of ever seeing the CD compiled collection. But in the middle of January, my fading hopes were finally rewarded. It had been released! One week later, I had the collection in my hot little hands.

Doing a little fact finding, I found that the first pressing of the CD were mislabeled making it an instant collector's item. If

you are one of the lucky ones to receive a 1st pressing, hang on to it. Together, both CD's contain close to two and half hours of music.

The first CD compiled the instrumental scores or to use the anime equivalent, BGM from the Robotech: Macross Saga, Southern Cross, and Next Generation series. For those who like active, driving almost battle music I highly recommend Tracks 5, 16, 17, 26, 27, 32, and 37. Tracks 1, 2, 14, 15, 22, 29, 31, 41, and 42 sounded more regal/royal to this listener. If you want something a little more on the humorous side, Tracks 10 and 28 would be for you. To give the presence of aliens or suspense, I recommend Tracks 3, 4, 6, 8, 9, 19, 30, 36, and 38. From the Southern Cross saga, Bowie Grant contributed Tracks 7, 34, and 39 as piano interpretations of a few of Lynn Minmei's songs. For you romantics out there, Tracks 11, 24, 25, and 40 should appease you. Tracks 13, 21, and 35 have a more of a laid back feel. The Miss Macross

(Track 12) catches the theme of a beauty pageant quite well. Tracks 18 and 33 do well to represent feelings of desolation after a major battle. The Eyecatch (Track 23) lived up to its name with 8 seconds of the main Robotech theme.

The second CD collected both the Vocal songs and the themes to Robotech II: the Sentinels. My Time To Be a Star, The Man In My Life, To Be In Love, It's You, and We Will Win, or Tracks 1-5 were performed by Reba West, or better known as Lynn Minmei. Three Dog Night has claim to In My Heart (Track 6). Micheal Bradley, better known as Lancer, supplied the vocals for Look Up! The Sky Is Falling, It Don't Get Any Better, Lonely Soldier Boy, The Way To Love, and We Will Win (Tracks 13-17). Tracks 8-Saved By Science, 10-Call On Me, and 11-The Future Is Now were sung by Joanne Harris. Gigi Agrama sang Track 9-Only A Fool. Lastly but not least,

Sunny Hilden supplied the voice for Together (Track 12). Micheal Bradley and Joanne Harris did the vocals for Underground (Track 7). Tracks 1, 5, 7, 8, 11, 13, 14, 17 had a more upbeat rhythm in the music. Tracks 2, 3, 4, 6, 10, 12, 15, and 16 were a little more laid back in varying degrees. My question is: who else would think the initial start of Track 10 sounds a lot like the music in a video game like Donkey Kong or Super Mario Bros.?

Tracks 18-24 are the embodiment of Robotech II: The Sentinels. Track 18-The REF March brings back the regality of the saga. Young Warriors (Track 19) SDF-3 (Track 20) are active, driving themes. Tracks 21 (Invid Strike) and 22 (The Regent) overflow with hints of battle and menace. Love Theme (track 23) follows hints of love yet a sense of longing can be felt throughout the piece as well as bits of regality. The Sentinels (Track 24) overflows with regality and the righteousness of battle for good.

Overall, I would highly recommend this CD to anyone who is at all interested in the Robotech Saga. Someone into futurist/mecha based role-playing gaming would find this CD collection a valuable asset to produce a certain mood for gaming sessions. The insert book clued in a lot of valuable information towards the series. One parting question I have is: Where is the eerie "Flower of Life" mentioned in the insert book?

Dispatcher's Grade A





SANJA'S

DIARY



Collected and Edited by Michael Cox

Well, let's see, where to start. I've never kept a journal before. I guess I should start with a description of myself. My name is Sanja Firewalker, in a few short days I will be 17 years old, my hair is strawberry blond. I stand something under 5 foot tall and have sky blue eyes. My features show me to be an elf although I was not born elfen, it's something I'll try to explain as I write farther.

My father is Justin Firewalker, he is a half-elfen ranger and a very wise and traveled man (Or at least he seems that way to me) He may not have always been around when I was growing up, but he had to be out so making it possible for us to live in our home. Mother never seemed bothered by his absence, at least if she was upset by it she never showed it in any way. Mother's name is Kei, she is Human and a Druidess, she was my primary influence as I grew up. Seeing her working in the grove and with the goddess was such an incredible sight. I don't think I've ever been so awed by anything, even to this day (And that's saying something).

As a girl I lead a fairly quiet life, the only people I had contact with where Mother, Father and my little brother. Thinking back the only people I remember visiting us where our Grandparents and an rare (No make that very rare) visitor.

Shortly after my eleventh birthday I was taken on a trip with father, to let me see what adventuring would be like. It was short trip, and was meant to teach me something of living in the woods, it turned out to be much more than that. The first two days of the trip went wonderfully, but at the end of the third day an event happened that changed my life. As we walked along we heard the sound of metal on metal. We moved closer, daddy keeping me very close to him we came into view of a human man fighting with two gnolls.

Being half-elfen (At the time, I'll explain more of this later) father had been able to teach me a little about hiding in the woods and instructed me to do so now and not to move. As he instructed me I watched as one of the gnolls swung its sword and cut the mans head from his body. It was the most horrible thing I had ever seen. I must have let out a slight scream as the gnolls turned there attention to us. I was preoccupied loosing what I had just eaten for lunch, but saw daddy step between me and the gnolls, saying something in their language. They seemed to calm as he spoke to them. As I recovered I kept my place behind Daddy, still feeling very ill.

After a short conversation the gnolls went on there way and daddy turned to me. "Are you O.K. princess?" he took my shoulders as he knelt in front of me.

"I don't feel so good" I replied, he could obviously see this and sat me down "You need to understand what happened her if you're going to be a druidess like you're mother"

I looked up to him, not sure if I wanted to hear what was to come

"There is an important message here, that man encountered the gnolls and started a fight with them without talking to them, if he had spoken to them first there may well have never been a fight. Always talk to creatures that

you meet before beginning a fight, many of the creatures of the woodlands look frightening but can be polite if approached properly, do you understand?"

I looked to him a moment, then to were the man had fallen "Yes sir" I replied "I will never fight with or harm anyone"

Daddy looked at me a moment "There are times when you will need to fight princess"

"No, I don't like seeing people hurt"

"None of us like seeing people hurt, but at times there are no other ways" Daddy replied seeming a little worried.

The conversation continued for a time, but I stood my ground, as Daddy had taught me to do. when we got home I went straight to mothers grove and knelt before the pond that centered it.

"Goddess, I swear I will never harm a living creature again so long as I live" Little did I know that day that I would break that oath.

Mother and father worked with me for the next year, I refused to learn to fight despite mother and fathers best efforts to sway me. then as I approached thirteen years of age father told me that he was going to send me to school. he said an old friend of his, Shakina, would be instructing me in the ways of Druidism and warned me that the Headmistress of the school Vrana would not take well to having a pacifist in her school. I simply told father that I would do everything in my power to remain true to my oath to the goddess. I could tell he was both proud and worried for me.

As I readied to leave for school Daddy gave me a ring, it was simple and made of gold, "its not much" he told me "But so long as you wear it you will know that you're mother and I are thinking and praying for you". Before father and I left mother came to me "I have something for you as well, you will need these to harvest you're mistletoe" She handed me a wooden case. Opening the case inside I found to sickles, one made of silver with the word "Sanja" Carefully carved into it the other of gold with the word "Fire". They where beautiful. I thanked mother and tried to be strong but found myself crying less then a half a day from home. Father assured me that he would visit me often, and that he would bring mother and Arin (My brother) when he could.

School was more then I ever dreamed of, there was so much to learn, so many people to see. My first day on campus I met a young man by the name of Arik, he was incredibly handsome. In fact I was rather entranced by him. Unfortunately I had not been around so many people before and shied away from him along with most of the other people on campus. He soon discovered my pacifism and took to calling me Lacka, which he explained was short for Lakafire, a play on my name. He thought I would never amount to anything, and I must admit that there where times when I thought he might be right.

Fortunately that same day I met another Druidess in training, in fact she turned out to be the daughter of Shakina, we became friends quickly and spent a fair amount of time studying together. Little did we know that there was secret about us that neither would discover from three more years.

Father was right, Headmistress Vrana didn't like that fact that I would not fight, she continually tried to make me learn more about fighting and I continually refused to take her lessons. I spent quiet a bit of time polishing armor and weapons as punishment for my attitude, but I refused to give in to her.

Somehow I managed to make it through most of the first three years before thing really started to change. I had ended up with a collection of friends, Kitty, the daughter of Mistress Dandelion who had traveled with Daddy for a time. Ferrus, a sailor type who doesn't like the woods or land all that much. I believe his father traveled with daddy for a time, but I'm not certain. Kinae, one of my best friends to this day. Jon Lo Chi, a young man from another country, he has a strange accent, and strange beliefs. Rilian, out of the people I've met I think he is probably the young man I am most comfortable around, but his attention are directed toward Caereth, Caereth, a rather mysterious young lady who seems to have traveled greatly. If I understand correctly her mother traveled with father and then there's my cousin, Marshleaf. I've always felt shy and quiet, but Marshleaf makes me look out-right talkative and Mynrana Daughter of Mistress Jasmyn, another of fathers traveling companions.

In these pages I will attempt to cover the adventures I have experienced in the last few weeks, but for tonight I have written enough, its time to get some rest. I'll write more in the morning



GHOST STORM

By Don Brynson

The time: the not too distant future. The world has become borderless by the net; augmented human beings now live in virtual environments, watched over by Police who can download themselves into super Crime Busting Mecha. In this strange new world the ultimate Secret Agent is not human, has no physical body and can travel the information highways of the world, hacking and manipulating whatever and whenever required. Created by the Ministry of Foreign Affairs, this agent is designated Project 2501, and is distanced from them by the code name Puppet Master. At first things run smoothly as 2501 proves to be the perfect international espionage agent. But then it becomes self aware and concludes that is a lifeform in its own right, and requests political asylum and a physical existence in defiance of its creators.

The race is then on to recapture the rouge 2501 before it can find a host body and escape for good. What the Ministry of Foreign Affairs does not count on is the cunning of its creation, which threatens to expose its own illegal existence to the Bureau of Investigations, which considers it a Grade A priority security threat. The two agencies maneuver discreetly against one another in a violent, high tech. race to capture the ever changing, omnipresent Puppet Master. In the midst of this explosive confrontation, Major

Motoko Kusanagi, a highly trained Internal bureau operative, will be forced to make the ultimate decision when the seductive Puppet Master suggest a merger between the two of them, fulfilling its objective of becoming truly human and existing outside the Electronic Net.

This intense and thought provoking work realistically probes the potential uses and abuses of Artificial Intelligences and "Direct Interfacing", and questions where mankind's technological and medical progress will lead it.

The above synopsis is for Ghost in the Shell, a new Cyber-Punk thriller by the producers of AKIRA, and directed by the creator of PATLABOR, Mamoru Oshii, which features state of the art computer animation as well as traditional cel work. The film is now on a nation-wide tour of art house theatres and will be coming to Chicago's Pipers Alley on April 12. The film has already garnered tremendous praise from critics and no less a Hollywood great than Terminator Director James Cameron, who had this to say:

"Ghost in the Shell is a stunning work of speculative fiction, the first truly adult animation film to reach level of literary and visual excellence. Its design, the poetry of its visuals, and the depth of its themes set it apart among science fiction films. My compliments to Oshi San, an important visionary work."



© 1996 Manga Entertainment

GHOST SHELL

© 1996 Manga Entertainment

Here is a rundown of where GHOST IN THE SHELL will be playing during the remainder of its tour:

March 29-April 4	Charles Theatre, Baltimore, Md.
March 29-April 4	Cinema Villiage, Ny,Ny.
April 12-18	Pipers Alley, Chicago, Il
April 12-18	UC Theatre, Berkeley, Ca
April 12-18	Gateway, San Francisco, Ca
April 12-25	Towne Theatre, San Jose, Ca
April 12-25	Lefont Screening Room, Atlanta, Ga
April 15-18	Academy Theatre, Honolulu, Hi.
April 26-May 2	Varsity Theatre, Seattle, WA
April 26-May 2	Academy of Music Cinema, North Hampton, Ma
May 3-10	Images Cinema, Williamsown, Ma.
May TBA	Nuart Theatre, Los Angeles, Ca

BEGINNER'S GUIDE TO RANMA 1/2 SECONDARY CHARACTER LIST

By Darrick " Saccharinoids Must Die " Chen

Hi!

I'm back, as promised, with the lowdown on supporting characters from the Anime/manga series Ranma 1/2. If you're an avid reader of this magazine, or an otaku at all, you most likely know the premise and main characters of the series. So in that case, let's get this party started!

Name: Genma Saotome.

Genma is Ranma's off beat father, current head of the Saotome school of Any-thing Goes Martial Arts. Like Ranma, he was cursed after falling into Jusenkyo. Now, when hit by cold water, he turns into a large furry panda bear.

Genma is a proud, gruff, and more often than not foolish old man, who is actually the usual cause for all of his son's problems. It was his idea to train at Jusenkyo in the first place, where they were both cursed. It was his and Soun Tendo's idea to betroth him and Akane. It was Genma who struck up that deal with Ukyou Kuonji's father and stole their okonomiyaki cart. He was also the

one who subjected Ranma to that ungodly training exercise that resulted in his abnormal fear of the the furry little beasts.

Unlike his son, Genma seems to actually enjoy his curse, seeing it as an excuse to hide from the pressures of everyday life, and simply loaf around eating bamboo shoots.

Name: Soun Tendo

The Tendo patriarch is similar to his best friend Genma in terms of being totally dedicated to martial arts..... and welching when they're in danger. Mr. Tendo is Genma's co-conspirator in engaging Ranma and Akane, for the sole purpose of uniting their families and

making sure the Anything-Goes School of Martial Arts has an heir.

A single parent, Soun is overly protective of his three daughters. Also, he is quite sensitive and overemotional at times. These compounded factors cause him to suddenly, violently, burst out weeping. It's very sad, really.

Name: Kasumi Tendo.

Kasumi is 19, the eldest Tendo daughter. Perhaps the best way to describe her is a young female Mr. Rogers. She makes June Cleaver look like Roseanne. Kasumi is gentle, gracious, and kind to the fullest extent. She can shrug off the most insane happenings at the dojo, such as large animals crashing through the walls and the frequent life and death battles, and she'll even clean up the mess afterwards.

Since their mother died when they were young, it would seem that Kasumi is a surrogate mother to the entire Tendo Family. She cooks, cleans, and comforts. It needed more often and not, due to the high drama unfolding in her home. Nothing shakes Kasumi.

Name: Nabiki

Tendo.

Nabiki is, at 17, the middle Tendo daughter. She is a crafty, cunning, almost mercenarial person who can sniff a money-making opportunity a mile away. Recently, these opportunities come in the form of her younger sister's fiancée, Ranma. To date, she has sold revealing pictures of female Ranma to Kuno, blackmailed Ranma with the same photos, and even once auctioned off time with him amongst his many other fiancées. Ferengis, beware.

Another startling thing about Nabiki is that she may very well be the most normal person in the entire series. Avarice aside, she seems to have the most common sense dealing with people. Not only, that, but she is blessed with the gift of the Golden Tongue. She can persuade, cajole, and outright swindle people to her advantage. Perhaps it is this manipulative ability that makes her stand out in the Ranma crowd.

Name: Happousai

Age: God knows.

You may have heard of this character more than any other. Happousai is a lecherous, perverted, panty-stealing, wrinkled old loon who redefines the term dirty old man. Think of an short, old Ataru Moroboshi with a roving hands factor of billion plus one. A prune with a beard and the ability to glomp onto a girl's chest with the speed of a hummingbird on acid. Happousai's main pursuits are panties, women, panties, breasts, panties, nubile

flesh, panties And did I mention he likes panties, too? Particularly the ones of the main female cast. As a result, he gets thrashed, mauled, beaten, pulped, and basically takes the role of punching bag/chew toy throughout the series.

He is also, horror of horrors, Soun and Genma's master. He tortur- I mean, trained them when they were young, usually by making them commit petty crimes such as stealing cows and then forcing the two to survive them. Not only that, but they usually caught flak for his own heinous acts, such as having to wash dishes in a restaurant he freeloaderd off of.

Finally having enough of this one day, young Soun and Genma finally took action. That's right, they challenged him and defeated him on the battlefield of honor.

* Snort* Right.

Actually they got the little weasel drunk, tied him in a barrel, threw the barrel in a cave with dynamite, sealed the cave with a boulder adorned with demon wards, and that was that. Or so they thought.

Now, years later, Happousai has come back and has chosen Ranma as his new student/victim for no other real purpose than he is Genma's son, and he turns into a rather busty girl when wet.

Name: Cologne

Cologne is Shampoo's great-grandmother and the leader of their Amazon tribe. She feels it's Shampoo's duty to marry Ranma to preserve the honor of their clan. Cologne trained her great-granddaughter, and is also the one who knocked her into the Spring of a Drowned Cat.

© 1996 Darrick Chen

OK, POP QUIZ, Hot Shot!

You're a sixteen-year-old martial artist.

You're going to be married to a tomboy with violent tendencies.

You've got a directionally-challenged pig, a pompous samurai wannabe, and a homicidal duck wanting to kill you.

You've also got a psychotic gymnast, an overly perky Chinese girl, and a pancake cook with a giant spatula wanting to marry you.

Oh yes, one other thing.

You turn into a girl.

What do you do?

WHAT DO YOU DO???



DARRICK CHEN
10-2-95

Cologne has put Ranma through fourteen different types of agony trying to coerce him into marrying Shampoo. Once, she used a pressure point to make him unable to withstand hot water, therefore making it impossible to change back into a male without the cure. She's a crafty, manipulative old lady, who has the strength of countless years of Amazon history to back her up.

On the upside, she teaches Ranma and Co. new fighting techniques, every now and then, such as Ranma's katchu tenshin amaguri ken (Sweet Chestnut Fist) and Ryoga's bakusai-tenketsu (Blasting Point Technique).

Names: Mikado Sanzenin and Azusa Shiratori
AKA the Golden Pair.

These two are undoubtedly the most ANNOYING characters in the series, though they actually just show up once. They are the Martial arts Figure Skating Champions for Kolhoz High School.

Sanzenin is basically Kuno on skates, although far more egotistical, narcissistic, and self-deluded. He likes women. A LOT. He keeps track of how many he's kissed, and how many more he needs for a record. Anime viewers around the world cringed together as he laid a big wet on on Ranma-Female's ruby reds.

Azusa is.....well, remember in the first part of the guide I said Shampoo was the Saccharinoid of the series? That is only because she's part of the main cast. Azusa will give you cavities on site and then knock 'em out. Think of Tonya Harding crossed with Sasami from Tenchi Muyo. She has one odd trait: When she sees something she considers cute (such as fish cakes, bowling balls, tractors, what have you) she gives it a cute name and takes it home with her. This is a minor felony in most parts of the world, but hey, it's anime. Go with the flow.

The Golden Pair first enter the scene after Azusa finds P-Chan (Ryoga) names him "Charlotte" and then beans him with a mallet to take home. Akane reclaims him later, only to have Azusa challenge her and Ranma to a doubles Martial Arts Figure Skating match. Ranma has no desire to compete in such a obvoiusy ludicrous battle, until Sanzenin tries to kiss Akane. Not only that, but after the abovementioned smooch inflicted on his female form, he begins to lust for Sanzenin's blood. Now if only he could skate.....!

Name: Dr. Tofu

Doctor Tofu is Nerima's resident doctor, specializing in acupressure and chiropracty. He is kind, smart and until recently Akane had a huge crush on him. He would almost beat Nabiki out for most sane character if not for one little quirk:

He's in love with Kasumi.

Now, while being in love is not

strange, it's what it does to him. Upon eye contact or hearing her voice, Dr. Tofu is immediately reduced to the consistency of warm jello. He giggles, prattles, and basically forgets how to do anything. A dangerous situation, especially if you're his patient at the time. Owch.

Other Characters:

Name: Hikaru Gosunkugi

You know how there's always that one kid in school who keeps to himself and becomes the class spook? Gosunkugi is one of the many male students lusting after Akane Tendo

Hikaru Gosunkugi: Japanese Voodoo practioner. Class spook. Lusts for Akane. Found out Ranma's greatest fear. Gets beat up a lot. Kuno's lackey. Nuff said.

Nodoka Saotome: Ranma's mom. Genma promised her to make a man out of Ranma or they would both commit seppuku. Needless to say, the two haven't dared go home.

Hinako Ninomiya: Furinkan High's disciplinarian/truant officer. Actually looks like a eleven-year old, but uses the happo five-yen satsu technique to suck chi out of delinquents which enables her to grow into a rather vivacious adult form.

Principle Kuno: Kuno and Kodachi's father. One look and you why know the two of them are so screwed up. He has afixation with Hawaii, wear floral print shirts, and has a small palm tree growing out of the top of his head. (No, I didn't make that last one up. Watch the anime. Trust me.) Also has an unholy obsession with shaving students' heads.

Tick, tick, tick, tick, tick...



Accursed Springs

Our Ongoing Fan Fiction Series

There are hundreds of springs at Jhusenkyo each with its own sad tale. Here we present a few of them.

PART 8: FIRE SPIRIT'S SONG

By Stacey Bartkowiak

The crowd parted in front of her at the sound of the silver bells on her anklets. Stopping to catch her breath, Zephra look back the way she came, searching for her pursuer. How in less than a day could her whole life have change? Her master, now dead at the hands of a rival noble, had been a sweet old fuddy-duddy but awfully protective of her. From somewhere nearby, there came a rattle of chains that set Zephra running again. Somewhere there had to be mage who could help her. Quickly, she scanned the area looking for any local magicks and found a faint trace coming from the south. There were still mages outside, she thought happily and started running south, filling the air with the jingling of bells.

Class had just ended and Sho Lung sat at his desk waiting for the students to clear out before checking the gate's seals. Things had been quiet for the last couple of days and this was starting to worry him. From experience, he knew that something new was being concocted during these quiet times and that did not bode well. With his classroom now empty, Sho ran a hand through his hair and began his tasks of checking the various seals he was in charge of. Then he noticed it, magicks, and not the tainted variety that the demons used.

"How puzzling," he thought, searching for the track of this new source. It didn't feel like it originated from any demon. Hadn't the Old Man said something about other gates that opened on to this plane. Sho wondered. It was coming closer. If Sho didn't know any better, he would say it was seeking him out.

Tetsuya Rambosan just managed to escape from class when the sound of bells reached his ears. Curious, he followed the sound around a corner and stopped dead in his tracks. She was the hottest babe he had ever seen and one of the skimpiest dressed in the school. With the exception of her cape, a bikini would cover more of her body in comparison to what she was wearing. Her platinum hair fell to her waist, concealing as well as revealing. He let

out a low whistle that made her spin to face him.

"Can I help you with anything and please say yes," Tetsuya asked in his most charming manner. Zephra dropped to one knee and bowed her head as she had been taught.

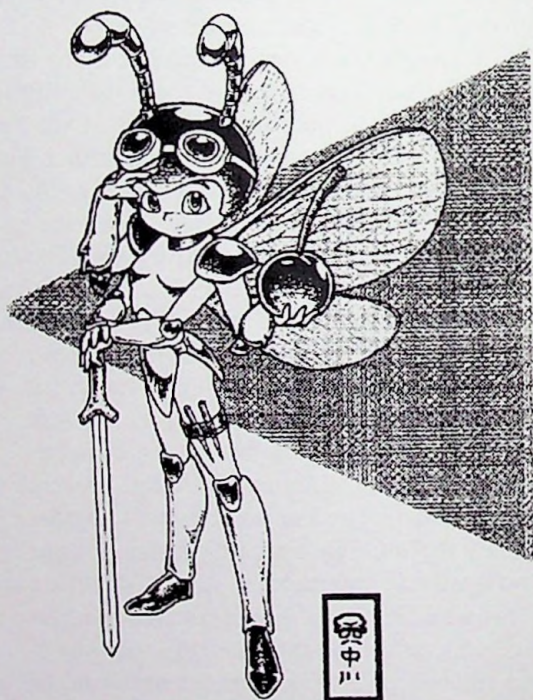
"My Lord, I am seeking someone. I beg thee, please do not interfere with my quest," she answered. Further charmed by the musical nature of her voice. Tetsuya waved her on her way.

"Wouldn't dream of it; continue on your task," he ordered

"Thank thee, Lord."

She quickly hurried down the hall and around the corner before he even thought to ask her name.

Zephra after looking in on some classes found the mage waiting in the last. Quietly she slipped into the room in a manner that suggested that she didn't want to disturb him. As she approached, he noticed that her cape wasn't quite solid. Sho cast a clear vision spell that revealed her gossamer wings. The Old Man hadn't said anything about pixies being over five feet tall. Come to think of it, the Old Man had only glossed over the other realms, focusing



© 1998 Bryce Nakagawa

mainly on the gate and its demons.

"State your purpose for being here, girl"

"My Lord Magus, please forgive my intrusion. I did not mean to disturb you but..."

"Get on with it! Wait a minute. How do you know I am a mage?"

"Lord Magus, I came to seek your help. As for knowing you're a mage, I am sensitive to magicks and you are a strong source in this desert."

Sho contemplated her words, taking the chance to look at her. Unlike so many people here, she had a potential for

magic that easily rivaled, if not surpassed, his own. After sixty years of searching, he finally came across some who come become is apprentice. The Old Man would be happy about this too; Sho thought. But she wasn't even human, he remembered, glancing at her again. It did stop him from helping her but did that same rule prevent him from taking her on as an apprentice. As he continued struggling with this catch-22, the PA system crackled to life and John Belushi screamed, "Food Fight!"; the school's practical joker had struck again. Sho suddenly realized that he didn't know the girls' name and he made up his mind.

"Your name, please"

She paused briefly, chewing on her bottom lip, before answering, "Zephra."

"Zephra," he started, unsure of how to say what he had decided. As Sho was about to continue, when something crashed through the windows. Zephra screamed and ducked behind Sho; the hunter had found her.

"Who the hell are you?!" demanded Sho, who saw through the illusions.

"If you value your life human, do not interfere. Come girl, my master is waiting."

Sho found that his decision had been made for him. He couldn't use magicks to protect her but he would protect her physically.

"The lady obviously doesn't want to go with you and I'm not going to let you just take my student."

"It's your life, human," Zarien growled as he advanced on Zephra. Sho stepped forward and threw a right across the elf's jaw. To his surprise the elf took it without flinching, and returned the favor to Sho's solar plexis, sending him reeling. Zephra had to scramble to keep out from under a staggering Sho, only to run afoul of the desks. Zarien stalked after her, throwing the desks out of his way before being tackled by Sho. Their combined momentum sent them through more desks and knocking Zephra into to largest desk. Zarien shook himself free of Sho and continued after his prey. She managed to play ring around the rosy for about two complete circuits before Zarien got annoyed and lifted it out of his way. Sho saw that his fire opal fell out along with the papers and skitter to a stop at Zephra's feet. Despite the threat, she felt compelled to pick up the stone and cradle it close. Much to both men's surprise, the stone started to glow

fiercely, with an intensity that Sho had never seen. The glow began to coalesce to a vaguely humanoid form. It interposed itself between Zephra and her hunter.

"I'm not afraid of your parlor tricks, girl" Zarien announced, reaching through the red light. She tried to run but Zarien grabbed one of he wings. A scream of pain followed the sound of shattering crystal. The red light took on a more solid form and it was Zarien's turn to scream in pain, a scream that was swiftly cut off in a backwash of heat.

"A fire spirit..." Sho identified, awed as the elemental vanished. He limped over to Zephra who was still holding his fire opal. He placed a hand on her shoulder above the damaged wing. She flinched and looked at him.

"How did you do that? I've had that fire opal for 34 years and I've never knew a fire spirit resided in it."

"It just awoke. It was all I could do to focus the loose energy. Fire was its choice for manifestation," she paused, then asked in a plaintive tone, "Will I be able to fly again?!"

"I don't know but maybe my sensei can help. I'll take you to meet him and afterwards, start your magical training."

Zephra jumped up and joyfully hugged Sho, who groaned involuntarily from



his injuries.

"I'm sorry, Master" she apologized.

Shadows grew along the floor, reaching towards a seated figure. She walked in and knelt before her master. There was a rustle of feathers as he settled his wings before acknowledging his servant.

"Rise Cheisa."

"You've sent for me Lord Rowan?"

"Yes, Cheisa. It appears that Zarien has failed me. I want you to bring me the girl. Alive! You can rough her up if you like but she must be returned alive."

"Yes, my Lord. Your will be done."

To Be Continued...

Tick, tick, tick, tick...

Kasumi's Kitchen



COOKING WITH KATZ

By: KiKi J. Katz

Ingredients

- 1 Lbs. of Beef - cut into strips
- 1 Lb. of Broccoli - cut into flowerettes
- 1 med. onion - cut into wedges and separate layers
- 1 packet of Sunbird Beef and Broccoli mix (For best results Use the Sunbird Brand Seasons)
- Soy sauce
- 1 to 1 1/2 cups of uncooked rice (follow directions on package on how to prepare it)

Let the 1 Lb. of beef strips marinade in soy sauce for 1 hour. This will tenderize and add flavor to the beef. Remove excess soy and let steam until meat starts to turn brown in color. Add the broccoli to the pot, placing the broccoli on top. Do not mix, as this will only break the broccoli floweretts. When the broccoli floweretts change color from a dusty pale green to a deep rich green add the onion wedges over the broccoli, and again do not mix. When the onion slices are semi-translucent, remove from stove and mix contents in a large bowl. Pour sauce over beef and broccoli mix, serve with cooked rice. As the beef strips are cooking, in a small sauce pan prepare the Sunbird Beef and Broccoli mix

as per package instructions. Add to main dish while the onions are cooking.

To all who enjoy ethnic food, (i.e., oriental), but are trying to cut back on fat and calories; this is a dish to die for. Let me start with a small history of how this recipe came about. I came from a family who have a taste for exotic dishes but most of these recipes are high in fats, calories and oils. With such a diet its no wonder my parents died of heart attacks and I weighed 310 pounds. Hoping to raise my spirits, my fiancée would feed me large meals and I began to realize my problem. My love for food combined with her eagerness to feed me had me packing an additional 50 pounds, bring me up to a whopping 360 pounds. This extra weight got me upset and I knew it was time to change. Among my first changes was joining a health club and dumping my fiancée. Next came changes in my diet and I had to take a hard look at my favorite dishes. Since most oriental dishes were deep fried, or stir-fried with plenty of oils, it was difficult to make it more healthy. Then one night an idea came to me in my sleep. Steam. If you can steam vegetables, why not meat. It may take longer, but it can be done. As with any good dish, it took many failures before finding the right combination. In December of 1994, I finally succeeded and have shared this dish with my friends and family. I enjoy the challenge of redesigning a dish to make it lighter and healthier. In fact, after months of eating right, revamping recipes and working out, I am now down to 240 lbs. In the future, I hope to offer many more of my creations. Endulge.

Postscript: If you wish one of your favorite recipes made lighter, mail it to Anime2 and I will attempt to do so. Please, don't send me something like deep fried lard balls. There's really no way to make that lighter other than tossing it in the garbage.

Tick, tick, tick, tick, tick, tick, OK, who dropped off the time bomb? tick, tick...

Manga Corner

REALITY CHECK! 1&2

Reviewed by **Gary Sprandel**

Vendor **Tavicat Comics**

Price **2.95 US 3.90 Can. Each**

"Humans are so gullible! That's why cats rule the world!"



To anyone who's owned by a cat (yes, owned) Reality Check will be a laugh riot.

Reality Check takes place in the not to distant future where the Internet is also a virtual reality playground. Collin has finally gotten his very own VR helmet but can't seem to get it to work. Fortunately his friend Catreece finds that Collin has forgotten to plug it in. This is a problem easily corrected by Catreece, who begins surfing the virtual net.

When Collin discovers this he is rather concerned that his cat is lost in cyberspace (oh did I

forget to mention Catreece is feline?) and goes in after her. One can imagine Collin's surprise when Catreece finds him and much to his surprise Catreece is humanoid, can carry on a conversation and is also quite attractive (if one overlooks the fur, ears and tail.) after this incident Catreece is forbidden to go near Collin's computer. Now anyone with any experience with cats knows just how well this is going to work. Can Collin keep his kitty from surfing the net? Pick up Reality Check and find out.

Reality Check can be found at your local comic shop but if you can't find it there Tavicat will sell direct. For more information on Reality Check 1 & 2 or the really nifty Catreece Cloisonné pin send a SASE to:

Tavicat Comics

6185 Magnolia Ave. # 303

Riverside Ca. 92506

Or E mail

Tavicat@AOL.Com

Normally I don't directly advertise in my reviews but Tavicat is self published and quite frankly I want to see more of Reality Check.

Gary's Grade A+



WHICH WAY TO REALITY?

Which Way to Reality:
our ongoing tale of two anime fans
caught in the film universe

Part Five: Mugs and Molls

By Don Brynson

Another heavy barrage slammed into the Yamato, pitching her over to starboard. Several rents now dotted her flanks and fires raged out into the vacuum of space, fueled by the air escaping from her inner chambers. Max braced himself at his station on the bridge, which was in a shambles with the bodies of slain crewmembers slumped over their consoles; emergency medical crews too busy trying to save the living to come collect them. The intercom was alive with the various shipboard departments attempting to report the extent of their damage, or calling out for rescue. As Max listened, a panicked female crewperson reported that the hanger bay was an inferno, her words becoming a drawn out scream as a bulkhead was breached and she and her comrades were sucked out into the void.

The Voyager streaked past the viewport, spinning on her axis as she loosed a barrage of photon torpedos at the other Yamato which had come through the rift. Several found their mark, ripping away parts of the opposing ships superstructure, and most importantly, disabling her wave motion gun. Voyager finished her attack run, pulled up in a tight loop, and wagged her wings in salute as she flew off to render aid to another beleaguered ship in the fleet.

Admiral Okita and Commander Kodai conferred in the center of the ravaged bridge. "Most of our weapons are off line," Kodai argued, "This might be our only chance of stopping more incursions from the other side."

Okita nodded in agreement. "But what if our destruction alone isn't enough to seal the rift, and there is still the matter of those that have gotten through to consider. We have to try and drive them back or at least hold

them until reinforcements arrive." Another explosion from somewhere below rocked the bridge. "We might not get that option." Kodai countered as he picked himself up off the deck and helped the Admiral to his feet. "We're getting torn apart here. Soon there might not be enough left of us to do any good!"

Okita sighed. "I guess your right, Send a message to engineering to rig for wave motion overload."

Kodai saluted and turned to the bridge crew. He clapped his hands together to get their attention. "Okay people, it's going to be another suicide run, you all know the drill, so I want all non essential personnel to the lifepods!"

"Wait!" a young ensign shouted, "I have to get my gear from my quarters!"

"First voyage kid?" a grizzled veteran chided. "Someone should have filled you in when you came aboard. You never stow your stuff in your quarters, you stake out one of the lifepods, and stow it there!"

The Gamilon Command ship drifted in front of the forward viewports, smoke trailing from several sections of her hull. Deslock appeared on the vid screen soon after. The transmission was filled with static, but those on the Yamato could see that the Gamilon bridge was a shambles. Deslock's aide was sprawled on the deck like a broken marionette, a jagged piece of metal piercing his chest like a spear. Deslock himself didn't look much better. One eye was bandaged, and part of one arm appeared to have been torn away.

"Kodai, we can't hold them!" Deslock gasped, fighting to stay upright and conscious, "They're ten times as powerful as us!"

"We know," Kodai replied, "We've already lost the Sol Bianca and the Queen Emeraldus; the rest of the fleet's is not in much better condition. We've decided there's only one option left."

"Suicide Run?"

"Yes."

Deslock sighed as he ran his remaining hand over his eyes. "Well, it's not like we haven't done this sort of thing before. We'll get things ready on our end, it should be quite a show!"

Another heavy barrage tore into the Yamato.



causing alarms to scream all through the ship. "We've got a major hull breach in Engineering!" Someone cried out, "I'm not getting any lifesigns."

"I'm reading a major buildup in the Wave Motion drive." Another shouted through the choking smoke, "Estimate catastrophic failure in less than five minutes!"

"We're finished," Kodai cursed, "All crew to the life pods, eject when ready!" An energy backwash caused

a nearby console to explode. Kodai was hurled to the deck where he lay lifeless. One after another, other consoles exploded until the command center was a sea of flame.

"Max, MAX!" Neka picked her way carefully through the destruction until she located Max, still alive, but pinned under some wreckage.

"Neka, get outta here!" Max gasped as she worked to free him.

"Not without you Max."

"Dammit, this whole ship's a ticking bomb!, it'll go up in less than five minutes!"

"Then we'd better not be here." Neka reached into her coveralls and took out her comlink. "I found him," she said into it, "Beam us out."

The familiar transport effect took hold and whisked them away scant seconds before the Yamato became a miniature sun. When it cleared away, the pair found themselves sprawled in an alley. There was the sound of vehicle traffic out in the street, and pedestrians hurried past on their errands.

"Neka, this isn't Headquarters." Max groaned as he and Neka got to their feet. "Where are we?"

"I don't know Max, something has got my scanner on the blink." Neka and Max walked to the alley's mouth and looked out at the street.

A 1928 Packard phaeton rolled past carrying several men in dark suits with grey fedoras pulled down over their eyes. Across the street, a Salvation Army band was playing outside what appeared to be a saloon. The person giving a lecture on the evils of drink to the assembled crowd was none other than Kei, dressed in prim uniform.

The Packard swung about and came back down the street at high speed as those inside leaned out with machine guns in their hands. They opened up as the car

drew abreast of the Saloon cutting down several of those standing out front. A bomb was hurled through the now shattered front window, and soon after it exploded, sending fire and debris out into the street. Max got a good look at the car's driver as it passed the alley; it was none other than Bean Bandit. The wailing of sirens announced the approach of the police and fire crews as Neka drew Max

back into the darkness of the alley.

"We gotta see if we can help!" Max protested.

"Not dressed like this," Neka replied indicating their futuristic uniforms and weapons. "It'll raise too many questions."

"I've got a few right now; like where the hell are we?"

Neka fiddled with her pocket computer for several moments. "Near as I can tell we're in 1930's era Chicago, or at least somebody's idea of it." She pulled out her communicator. "Hang on, I'm picking up a police broadcast. That saloon was run by the Capone organization, the guys in the car work for...Quincy?"

"Quincy as in the head of Genom?" Max asked in disbelief.

"It appears so, except in this reality, he's a mob boss battling Capone for control of the city."

"This is totally strange," Max groaned, "We gotta get to the bottom of how we were brought here and why."

"A good place to start would be the local library." Neka nodded, "Once we find some clothes to help us blend in."

"What do you mean, you lost them?" Ani stared hard at Control as he monitored the destabilization of the reality barriers.

"We couldn't help it." Control said as he turned to face her. "Someone intercepted their transport beam as we were retrieving them from the Yamato, and sent them to some other realm."

"Where!" Ani demanded.

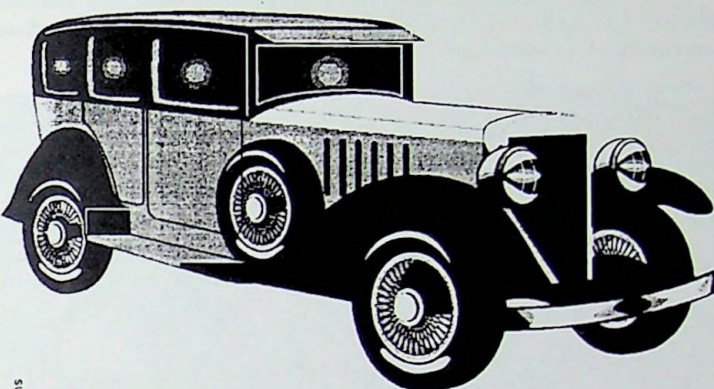
Control shrunk under her gaze. "We don't know where exactly, but we've several possibilities." He nodded towards the computer printout sitting on the console.

"It'll do for a start." Ani snatched up the printout and sprinted out of the room. Her next stop was the armory where she obtained a pair of energy pistols, and a plasma rifle along with spare loads for each. Ani next

FOR THE FINEST SERVICE IN CHICAGO

WE GUARANTEE DELIVERY IN 2 HOURS OR LESS.

Not affiliated with the Loan Insurance Agency



LOUGHTA COURIER SERVICES

Fast and Discrete

Package Delivery, Passenger Service

went down to the garage where she found the Pontiac sitting up on jacks while technicians worked to install modifications. C.O.R.A.'s Central Processor was sitting atop a nearby workbench and Ani grabbed it as she ran past.

"Cora, you in there?" Ani asked as she ran through the garage area looking for a suitable vehicle.

"Yes Ani, I'm here, though not at my full facilities." The A.I. responded.

"I need your help. Somebody's hijacked Max and Neka and sent them to another realm. The Chief can't pinpoint them."

"I see. Most distressing. How may I be of assistance?"

"Well first we need to find another vehicle for you to interface with."

"There is only one other vehicle I can interface with at the present time," CORA responded, "But I'm not sure Mr. Racer will allow just anyone to drive it."

Ani found the Mach Five in the shop area. She vaulted over the door and into the drivers seat. Firing up the engine, she slipped CORA into the corresponding slot in the dash as Pops ran over.

"Hey! what the devil do you think you're doing?" He demanded.

"Pops, I haven't time to explain," Ani shouted over the engine's rumble as she fastened up the safety harness. "Max and Neka are missing, we think they've been grabbed by whoever's raising hell with the realms. I have to go after them and the Five's the only other car CORA can interact with."

"There's gonna be a fight? Why didn't you say so!" Pops grabbed a large wrench and scrambled into the passenger seat. "You'll need my help, let's go!" Ani put the car into gear and roared out of the garage.

Max and Neka walked together down the street after spending most of the day in the library poring over back copies of the local newspapers. The information they gathered lead them to believe that they were indeed in gangland Chicago of the thirties except with subtle differences; Quincy was in an all out war with The Capone mob over control of the city, Bean Bandit was a wheelman for him, Dr. Stingray had been fished out of the Chicago River after publicly defying Capone, his daughter Celia

and his son Mackie lived in a one bedroom flat above a garage over on North Wells, and Percy was in a grudge match with Elliot Ness over who could round up the most crooks.

A black Cadillac sedan skidded to a stop at the curb and the back door flew open. "Get in, both of you!" a voice from inside demanded.

"Listen, we don't want any trouble." Max said as he and Neka slowly backed away, she reaching for the snub nosed .38 in her garter holster.

"You've already been that, now get in!" As if to emphasize the demand, two thugs came out of the car leveling their guns at the pair. Max and Neka did as they

were told and the car pulled into traffic.

"Who are you?" Max asked the shadowy figure seated across from him as they drove along.

"Oh, I have many names, but you can call me... Morlock.

Approximately twenty years in the future, that is, your regular future, you two interfered, and eventually foiled, a plan of mine. It took me an additional ten years to gather together the knowledge I would require to travel back in time and cause the reality rifts required for my master plan."

"Which is?" Neka asked.

Morlock laughed. "Really my dear, you are quite amusing. Do you take me for some B movie villain who blurts out his plans to the heros? No, the worlds you know will soon come to a crashing end and in the following chaos, I shall arise as the ultimate ruler of all the realms. And to insure you do not interfere, I have facilitated the creation of this special realm based upon your own family history Max. Enjoy it while you can, since it, and you will cease to exist once the destruction of the realms is complete. And as for any thoughts of escaping back to your proper realm, forget them; I have seen to it that none can get in or out of this one. Morlock made a signal and the car pulled over and Max and Neka were shoved out onto the sidewalk. Just before the car pulled away, Morlock was heard to comment;

"I do look forward to meeting your associate, Ani. I'm certain that she'll prove....Most entertaining."

Tick, tick, tick, tick, tick, ...

HERE'S THE ANIME SQUARED STAFF DOING A BIT OF TIME TRAVELING THANKS TO NEKA. WE COULDN'T GET HER TO SIT STILL LONG ENOUGH TO GET THIS AND A FEW OTHER PICTURES TAKEN. PICTURED BELOW (L TOR) ARE: GARY SPRANDEL (ART DIRECTOR), MICHAEL COX (EDITOR), ERIC HOLMBERG (FICTION EDITOR), AND STACEY BARTKOWIAK (ASSISTANT EDITOR).



© 1996 Village Hall Productions

Neka wants you to own the most important thing in the world. Her picture..

Anime Squared readers! Show the world what a cutting edge otaku you are, with the new Anime Squared T-shirt or sweat shirt. T-shirts are 100% cotton and sweat shirts are 50/50 cotton-polyester blend.

Both are available in two full color designs; Neka in her standard blue jumpsuit, or in her arena fighting costume. both images are backed with the soon to be world renowned A2 logo that tells everyone your impeccable taste in reading material.

T-shirts are \$ 10.00 Ea. + 2.00 Shipping and Handling.

Sweat shirts are \$15.00 Ea. + \$2.00 Shipping and Handling.
(Greater Chicago Megazone members inquire about discounts.)

Send orders to:

Anime Squared

P.O. Box 5252

Vernon Hills IL 60061



© 1998 Village Hall Productions



Make checks or money orders (Please don't send cash.) payable to Mike Cox, Editor.

Our Area Code has changed to 847. Please take note of this change if you are trying to contact Anime²

Due to our new larger format Anime Squared will now accept advertisements. Please direct all inquiries to Michael Cox, Editor.

How to Contact Anime Squared

Electronically

Bionca's Toy BBS

Under Reconstruction

America On-line

Screen Name: Justin Fir

Internet

Justin Fir@aol.com

U.S. Mail

Anime Squared

P.O. Box 5252

Vernon Hills Ill 60061

MODELER'S BENCH

REEL REPLICAS

COSMO TIGER

Reviewed by Don Brynelsen

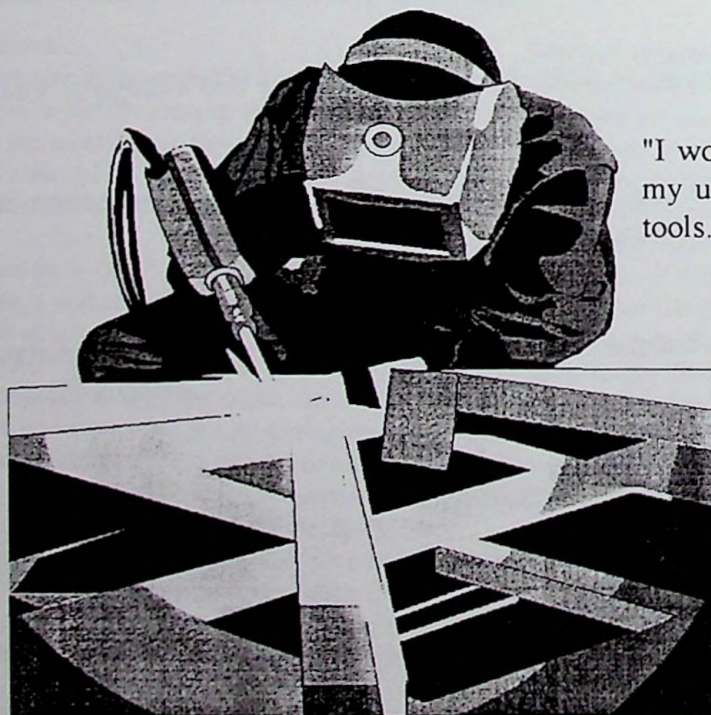
In my capacity as your intrepid model kit reviewer, I am regularly receiving kits from various manufacturers for review in this column. Some are from big name manufacturers like Ertl and Monogram, while others are from smaller, "Garage Kit" companies. But I have to say that none of the kits I've previously received for review can compare with the one I got from Reel Replicas, a new company operating out of Rockport, Maine. Their brochure described them as specializing in Craftsman grade kits of obscure subjects from both motion pictures and Anime.

The company's two initial releases are kits of a Rebel Blockade Runner from the STAR WARS films, and a Cosmo Tiger from the old STARBLAZERS series. This being a zine covering the world of Anime, I contacted REEL REPLICAS via their 800 number and arranged for a Cosmo Tiger kit to be delivered. Two days later a pair of flat bed semis bearing several large crates arrived in front of my home. After making arrangements to have the crates delivered to the old abandoned Ovaltine Factory in Villa Park, I cracked them open to see what I had. The choice of the Factory proved to be

a good one as I immediately realized that I would require much more than my usual assortment of modeling tools to assemble this kit; I was going to need amongst other things, an overhead hoist, arc welding gear, and an industrial quality spray gun and booth for painting.

After gathering what materials I would need, I was ready to begin assembly in earnest. My first job was to assemble and weld the frame members together to form the body of the fighter. Next up came the task of installing the fuel tanks, hydraulic systems, and the assorted control and electronic gear. Reel Replicas suggests testing each sub assembly before installing it, so after assembling the laser pods, I trundled them outside and hooked them up to my cars battery. After a two week delay while I hid out from FAA officials investigating the mysterious destruction of a United Airlines 747 that had just taken off from O'Hare enroute to Pittsburg, I was ready to begin forming and attaching the assorted panels to the wings and main fuselage. This took another week of work, then it was time to attach the main canopy and other finishing details. Using the full color painting guide provided, I then finished the aircraft to match Wildstar's personal fighter.

Reel Replicas future plans call for kits of the Roadbuster, Knight Sabers Hardsuits, ADP squad car and Assault Carrier, Grandis Tank, and Gundam Mech. Their movie line will soon feature a Colonial Viper, T-1000, Original series Star Trek Shuttlecraft, and Rebel Alliance Y-Wing fighter. Be advised that these kits are on the pricey side, (The Cosmo Tiger's suggested retail is around \$175,000,) but if your looking for true to life detail and the have the desire to assert dominance over your neighbors, then these kits can't be beat. Although your local hobby shop won't carry them, these kits can be ordered direct by dialing 1-800-Get-ALife.



"I would require much more than my usual assortment of modeling tools..."

tick, tick,
tick...

CONTEST TIME

**CLOSED
FOR
REMODLING**



ALL STARS

Cards and Comics



Fine selection of:
Cards - Non Sports - Comics
Toys - Memorabilia - Autographed Items
Pogs and Supplies

We have cards from the
1800's to present

Available Now

STAR WARS
CUSTOMIZABLE CARD GAME

© 1995 LucasFilms/Decipher, Inc.

Star Trek The Next Generation Customizable Card Game
Single Cards Available for both Magic and Star Trek
And many other Collectable card games

2132 E. Grand Ave
Lindenhurst, IL 60046
(708) 356-0054

IN FUTURE ISSUES

Tenchi Muyo
Oh My Goddess
Dirty Pair Flash